

CLMPTO 10/5/04 JW

Amend Claims 1-20

1. (currently amended) A method for providing entertainment to a portable device, said method including the steps of:
 providing a portable device with desired location and modeled location along a
 pathway within a boundary of the game;
 providing location information related to said portable device;
 providing challenges associated with a the progress of the game to a user of a wireless
 communication;
 providing rewards positive and negative points associated with the respective desired
 and modeled locations in response to progress based upon the location of said portable
 device and
 providing performance information to the user in accordance with the total points from the
 playing step.
2. (currently amended) The method of claim 1 wherein said game is downloaded to said
portable multiple device in multiple vehicles such that the multiple vehicles can play the game
against each other.
3. (currently amended) The method of claim 1 further including a step of receiving a
response from said user as the user observes or hears from the location of said portable device
wherein the receiving step includes a location database within a radius of a response
multiple and vehicle.
4. (currently amended) The method of claim 1 further including a step of providing a reward
when said user comes within a specified distance to the point of a specified movement of the
vehicle an indicator of the game including a reward location.
5. (currently amended) The method of claim 1 wherein said specified distance comprises
a distance involving the use of said the information contained in a predetermined location
database which includes a radius of a vehicle and wherein the location information provides the
prior vehicle location.
6. (currently amended) The method of claim 1 wherein said information comprises
a location database information points from the location where the vehicle.

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7. (currently amended) The method of claim 4, wherein said event is determined by the time-of-day, occurrence of date event or said predetermined location, providing the location according to a challenge for a next location in the game related to solving the challenge for the current location of the game.

8. (currently amended) The method of claim 1 further comprising a second step of providing a second portable device wherein the defining step includes a plurality of scenarios having distinct locations and predefined locations wherein different points are associated with different scenario locations.

9. (currently amended) The method of claim 1 further including a step of determining points based upon the location of the portable device at predetermined undesirable locations wherein the defining step includes a player of the game defining their own locations for use by other players.

10. (currently amended) The method of claim 1, further including a step of providing computer-based aspects of said game based on said server wherein the algorithm has the ability to change.

11. (currently amended) A method for providing entertainment to a portable device, said method including the steps of:

providing a wireless communication system to a vehicle, said wireless communication system communicating with a wireless communication device;

providing a navigational game with distinct locations and predefined locations along a navigation route by a server of the game;

receiving location information related to said wireless communication device;

providing said game associated with a navigation of the game to a user of a wireless communication device in response to a request by way of said wireless communication system;

providing rewards during a portion of said navigation route associated with the respective distinct and predefined locations in response to server-based upon the location of said wireless communication device; and

providing a server-related information to the user in accordance with the final points from the navigation route.

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12. (currently amended) The method of claim 11 wherein said game is downloaded to said multiple wireless communication network devices in multiple vehicles such that the multiple vehicles can play the game a network with other.

13. (currently amended) The method of claim 11 further including a step of providing responses from said game to said users or drivers on their rate said vehicle wherein the current step includes providing a time-limited discount relating to at least one of a sponsor's products and services.

14. (currently amended) The method of claim 11 further including a step of generating a reward when said user comes within a specified distance of the home the specified amount of time wherein an indicator of the same includes a reward location.

15. (currently amended) The method of claim 11 wherein said specified distance comprises a distance including the user to said the information obtained at a predetermined location defining step includes setting a prize code, and wherein the machine may include checking the prize code setting.

16. (currently amended) The method of claim 11 wherein said reward is determined by the time of day and amount of time spent at said predetermined location points from the machine step are applicable.

17. (currently amended) The method of claim 11 further comprising a reward user having a second wireless communication device communicating with said wireless communication network wherein said reward step includes providing a challenge for a next location in the game related to solving the challenge for the current location of the game.

18. (currently amended) The method of claim 11 further including a step of providing responses to responses of said game based on said measure wherein the challenge step includes a plurality of answers having desired locations and undesired locations wherein different points are associated with different answer locations.

19. (currently amended) The method of claim 11 further comprising multiple vehicles communicating by way of a wireless communication system to play a game such that the machine step includes a server of the game defines their own locations for use by other players.

20. (currently amended) A method for providing entertainment in a wireless communication system, said method including the steps of:
providing a wireless communication system in a vehicle, said wireless communication system communicating with an external network to said vehicle;
defining a multidimensional game with desired locations and undesired locations along a predefined route having a portion of the game;
receiving location information related to said vehicle;
providing challenges associated with a the portion of the game to a user of said entertainment device from a remote device by way of said wireless communication system;
providing rewards associated with said game and receiving rewards associated with the portion of the game and undesired locations in response to answers based upon the location of said vehicle and
providing a reward associated with the user in association with the total points from the game.

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